

LESSON PLAN

Touchpad PRIME Ver 1.1

Class-1

1. Computer—A Wonderful Machine

Teaching Objectives

Students will learn about

- ☞ Natural and Man-made things
- ☞ What are machines?
- ☞ Computer—a wonderful machine
- ☞ How is a computer different from other machines?

Teaching Plan

Number of periods: 3

While teaching this chapter, ask the students to colour the picture given on Page 7 of the main course book.

Share with the students that the picture is of a computer.

Tell them that computer is a machine.

Encourage the students to name some things which they see around themselves.

Make them understand some of these things are natural like sun, moon, star, mountains, cat, dog, tree, boy, girl, etc. The other things are man-made like chair, table, TV, fan, pencil, eraser, board, building, washing machine, mobile, etc.

Explain to the students that machines are made by man.

Give examples of some machines around us like refrigerator, air conditioner, television, mobile, car, etc. and their use.

Share with them that computer is also a machine.

Tell them the various things we can do with the computer like doing sums, drawing, listening to music, watching movies, learning, etc.

Encourage them to tell why computer is different from other machines (other machines can only do the work for which they are made but computer can do many kinds of work).

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

Q. Is computer a machine?

Q. Name some natural things.

- Q. Name some man-made things.
- Q. Who makes machines?
- Q. Are machines natural?
- Q. What is the use of air conditioner / refrigerator / washing machine / television / mobile / car?
- Q. What does a computer need to run?
- Q. How is computer different from other machines?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 11 and 12 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Pages 13 and 14 of the main course book. Help the students to solve these questions.

In Creative Assignment, activities like Hands-On and Fun in Lab given on Page 14 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Show pictures of some machines (calculator, fan, sewing machine, set top box, cycle, clock, microwave, stapler, electronic toy, etc.) and ask the students what they are used for?

2. Features of a Computer

Teaching Objectives

Students will learn about

- ☞ Features of a computer
- ☞ Functions of a computer
- ☞ What computers cannot do?
- ☞ Types of computers

Teaching Plan

Number of periods: 2

While teaching this chapter, tell the students that computer is a magical machine and makes out work faster and easier.

Explain to the students the features of a computer covering:

- Fast
- No mistakes
- Search information
- Do many types of works
- Non-tiredness
- Large storage



Tell the students about various functions of a computer covering:

- Type letters, words and sentences
- Calculate sums
- Draw and colour images
- Play games
- Watch cartoons and movies
- Play songs

Share with the students that there are some things which computers cannot do like:

- Think
- Dance
- Walk
- Swim
- Breathe

Make the students understand about different types of computers like:

- Desktop computer (big and kept on desk)
- Laptop computer (smaller and kept on lap)
- Tablet (smallest and held in hand)

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

Q. State two features of a computer.

Q. Does a computer get tired?

Q. Do computers make mistakes?

Q. Why do we use computers?

Q. Name two things that a computer cannot do.

Q. How many types of computers are there?

Q. What is a desktop computer / laptop computer / tablet?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 19, 20 and 21 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 21 of the main coursebook. Help the students to solve these questions.

In Creative Assignment, activities like Hands-On and Fun in Lab given on Page 22 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to discuss with their parents and elders to learn more about what they use the computer for. Encourage the students to share some more uses of computers with the class.

3. Places where Computers are used

Teaching Objectives

Students will learn about

- ☞ Different places where computers are used—home, schools, offices, hospitals, shops, railway stations and airports

Teaching Plan

Number of periods: 1

While teaching this chapter, tell the students that computers are used in different places for different kinds of works.

Tell the students why computer is used:

- At home (watch movies, play games, make school projects, online shopping, etc.)
- In schools (store student records, library books record)
- In offices (maintain records)
- In banks (keep record of money)
- In hospitals (make medical reports, controlling machines while doing surgeries)
- In shops (make bills, storing details of items)
- At railway stations and airports (book tickets, record of passenger information, information about arrival and departure of trains and airplanes.)

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

- Q. Are computers used only in schools and at homes?
- Q. Name two places other than home and school where computers are used.
- Q. Why do we use computers at home / in schools / at railway stations / in shops / in offices / in hospitals?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 26 and 27 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Pages 27 and 28 of the main coursebook. Help the students to solve these questions.

In Creative Assignment, activities like Hands-On and Fun in Lab given on Page 28 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to discuss with their parents the use of computers for:

- Controlling movement of metro trains
- Launching satellites
- Weather forecasting
- Making robots
- Making animations



- Booking tickets for movies
- Video game parlours

4. Parts of a Computer

Teaching Objectives

Students will learn about

- ☞ Monitor
- ☞ CPU
- ☞ Mouse
- ☞ Keyboard
- ☞ Other parts of a computer

Teaching Plan

Number of periods: 3

While teaching this chapter, tell the students that just as our body has different parts like hands, eyes, brain, etc. similarly, a computer also has various parts.

Tell the students that a computer has four main parts:

- Monitor – also called Visual Display Unit (VDU), looks like a television, used to see pictures, games, cartoons, alphabet, numbers and words.
- CPU – stands for Central Processing Unit, fixed inside CPU box, called brain of the computer, most important part of the computer.
- Mouse – device with long wire, two buttons and scroll wheel, used to draw pictures.
- Keyboard – has small buttons called keys, used for typing numbers and letters.

Share with the students that a computer has some other parts also like:

- Speakers – attached to computer, used to hear sounds and music stored in computer.
- Headphones - attached to computer, used to hear sounds and music stored in computer without disturbing others.
- Printer – used to print text and images on paper.
- Compact Disc (CD) and Pen Drive – called storage devices and used to save data.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

- Q. Name the four main parts of a computer.
- Q. What is the use of Monitor / Mouse / keyboard /CPU?
- Q. What does CPU stand for?
- Q. What is the other name of a monitor?
- Q. Expand VDU.
- Q. Where is CPU fixed?
- Q. Name some other parts of a computer.

- Q. What is the difference between speakers and headphones if both are used to hear sounds?
- Q. Give two examples of input / output / storage devices.
- Q. Name two storage devices.

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 32, 33 and 34 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 35 of the main coursebook. Help the students to solve these questions.

In Creative Assignment, activities like Hands-On and Fun in Lab given on Page 36 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to paste pictures of different parts of a computer in their computer notebook and write their names.

5. Uses of a Keyboard

Teaching Objectives

Students will learn about

- ☞ Keys on the keyboard
- ☞ Alphabet keys
- ☞ Number keys
- ☞ Spacebar and Enter keys
- ☞ Backspace and Delete keys
- ☞ Cursor Control and Function keys

Teaching Plan

Number of periods: 3

While teaching this chapter, tell the students that keyboard is used to write on computer screen.

Show to the students that a keyboard has small buttons on it called keys.

Make the students count that a computer keyboard has 101 to 104 keys.

Tell the students that the keys on a keyboard are divided into three categories:

- Alphabet keys – 26 in number (A to Z)
- Number keys – 10 in number (0 to 9)
- Special keys – Enter, Spacebar, Backspace, etc.

Show to the students the position of various categories of keys on the keyboard.

Make the students understand that the alphabet keys (A to Z) on the keyboard are also used to write in small letters (a to z).



Share with the students that the number keys are used to type numbers and there are two sets of number keys on a keyboard.

Show to the students that there are some special keys also on the computer like:

- Spacebar key – longest key at the bottom, used to give blank space between letters and words.
- Enter key – also called Return key, two in number, used to move to the next line.
- Backspace key – used to erase what we have typed.
- Cursor Control keys – Show to the students the four arrow keys (up, down, left and right) on the keyboard, used to move the cursor.

Open a MS Word file and show to the students the small blinking line called cursor.

Make the students understand that the cursor shows the place where the typed letters will appear.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

Q. What are the small buttons on a keyboard called?

Q. How many keys are there on a keyboard?

Q. Name the categories in which the keys on a keyboard are divided into.

Q. What are alphabet / number keys used for?

Q. How many sets of number keys are there on the keyboard?

Q. How many alphabet keys are there on the keyboard?

Q. What is the use of Enter / Spacebar / Backspace key?

Q. Name some special keys.

Q. What is the use of cursor control keys?

Q. How many cursor control keys are there?

Q. What is a cursor?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 42 and 43 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 44 of the main course book. Help the students to solve these questions.

In Creative Assignment, activities like Hands-On and Fun in Lab given on Pages 44 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to paste a picture of computer keyboard in the computer notebook and label Number keys, Alphabet keys, Enter keys, Spacebar key, Backspace key and Cursor Control keys on it.

6. Uses of a Mouse

Teaching Objectives

Students will learn about

- ☞ Types of a mouse
- ☞ How to hold a mouse
- ☞ How to use a mouse

Teaching Plan

Number of periods: 2

While teaching this chapter, tell the students that a mouse helps us to tell the computer what to do. Share with the students some uses of a computer mouse.

Show to the students that the small arrow moving on the screen is called pointer.

Make the students understand that there are two types of computer mouse:

- Two-buttoned mouse – has two buttons – left button and right button.
- Scroll mouse – has two buttons (left and right) and a scroll wheel.

Show to the students the correct way of holding the mouse with reference to the position of fingers and palm (shown in the main course book).

Show to the students that a computer mouse can be used for:

- Pointing – by moving the pointer
- Clicking – by pressing mouse buttons
- Single-clicking or Clicking – pressing and releasing left button quickly, used to select an icon.
- Double-clicking – pressing and releasing the left button twice quickly, used to open a program.
- Right-clicking – pressing and releasing the right button quickly, used to display a shortcut menu.
- Dragging – moving the mouse while keeping the left button pressed, use to move objects on screen.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

- Q. What is a mouse used for?
- Q. Name the pointing device.
- Q. Name the two types of mouse.
- Q. Which finger must be placed on left button / right button?
- Q. Which finger must be used to scroll the wheel?
- Q. Which fingers must be used to hold the sides of the mouse?
- Q. Define pointing / clicking / dragging.
- Q. What is the meaning of single-click / double-click / right-click?
- Q. What is single-click / double-click / right-click used for?



Evaluation

After explaining the chapter, let the students do the course book exercises given on Pages 49, 50 and 51 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 51 of the main course book. Help the students to solve these questions.

In Creative Assignment, activities like Hands-On and Fun in Lab given on Page 52 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to draw a picture of a mouse representing single-click, double click, right-click, drag.

7. Introduction to Paint

Teaching Objectives

Students will learn about

- ☞ Steps to start Paint
- ☞ Tools group
- ☞ Colors group
- ☞ Drawing Lines
- ☞ Drawing Rectangles
- ☞ Filling Colours
- ☞ Drawing Freehand

Teaching Plan

Number of periods: 3

While teaching this chapter, tell the students that Paint is a program used to draw and colour.

Familiarize the students with Paint window showing Tools group, Shapes group, Colors group and Drawing Area.

Demonstrate to the students the steps to start Paint.

Tell the students about the uses of Tools group (contains tools), Colors group (contains colour options) and Shapes group (contains shapes).

Demonstrate the steps to:

- Draw straight lines using Line shape.
- Draw rectangles using Rectangle shape.
- Fill colours in closed shapes using Fill with Color tool.
- Make freehand drawing using Brushes tool.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

- Q. What is Paint?
- Q. What is the use of Line / Rectangle shape?
- Q. What is the use of Brushes / Fill with Color tool?
- Q. How can the width of the Brush be changed?
- Q. Under which category is the Paint program listed?
- Q. Name the groups present on Paint window.
- Q. What does the Colors / Shapes / Tools group contain?

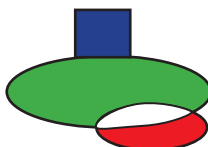
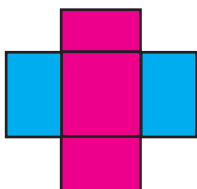
Evaluation

After explaining the chapter, let the students do the course book exercises given on Page 59 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 60 of the main course book. Help the students to solve these questions.

In Creative Assignment, activities like Fun in Lab given on Page 60 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to draw the following shapes in Paint.



8. Introduction to Tux Paint

Teaching Objectives

Students will learn about

- ☞ Steps to start Tux Paint
- ☞ Tools of Tux Paint

Teaching Plan

Number of periods: 3

While teaching this chapter, tell the students that Tux Paint is a freehand drawing program designed for young children.

Demonstrate to the students the steps involved in starting Tux Paint.

Show to the students the Welcome Screen of Tux Paint with penguin as the mascot.

Familiarize the students with the window of Tux Paint showing the position and explain the use of Toolbar (contains drawing tools), Colors Palette (contains color choices), Selector (to select desired shapes) and Drawing Canvas (drawing and colouring space).



Tell the students about basic tools of Tux Paint covering:

- Paint Tool – used to draw different freehand shapes
- Shapes Tool – used to draw predefined shapes like circle, rectangle, square, triangle, etc.
- Eraser Tool – used to erase unnecessary parts of drawing
- Lines Tool – used to draw straight lines
- Quit Tool – used to come out of Tux Paint program

Demonstrate to the students the use of each of these tools.

Ensure that the scope of Teacher's Corner given at the end of the chapter has been covered.

Ask the students some oral questions based on this chapter.

Q. What is Tux Paint?

Q. Name some parts of Tux Paint window.

Q. What is the use of Toolbar / Drawing canvas / Selector / Colors Palette?

Q. Name some tools of Tux Paint.

Q. What is the use of Paint /Lines / Shapes / Eraser / Quit Tool?

Evaluation

After explaining the chapter, let the students do the course book exercises given on Page 67 of the main course book as One Touch Learn and Let's Do It. After solving the course book exercises, tell the students to solve Crack the Code activity given on Page 68 of the main course book. Help the students to solve these questions.

In Creative Assignment, activities like Fun in Lab given on Page 68 of the main course book will enhance the ability of the students and serve as a Subject Enrichment activity.

Suggested Activity

Ask the students to redraw the shapes drawn in Paint earlier in Tux Paint also.